
Subject: C&C_Prototype *wip*

Posted by [zunnie](#) on Fri, 23 Mar 2012 00:44:41 GMT

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Hookay, on to the next project

I always like special game modes and stuff so i decided to think of something that isn't already there.

So i came up with a "Steal the Prototype" type of thing.

GDI has a Barracks building in their corner of the map

Although the Hand of Nod is not present on the map (or any other Nod buildings for that matter) Nod CAN buy advanced infantry units from a nearby APC-Purchase Terminal type thing i will make.

The GDI base area will have 3 'pads' on which a Prototype Mammoth Tank 2 will spawn. Only NOD will be able to get inside to steal it.

Nod has to drive it to the start area where they spawn in order to win the game. GDI has to stop Nod from stealing one of the prototypes.

Nod has 3 chances to steal them. If the mammoths are destroyed by GDI while nod is trying to steal it, GDI will win the game. Nod will have about 45 up to 60 minutes to steal a Prototype.

The Prototype Mammoth Tank 2 is a vehicle model done by Goldy58 from CnC3

wip screenshots: